

Pinning "Intermediate" Help Guide

Pin: An attack by a Queen, Rook or Bishop on a piece which cannot move without exposing a more important piece or square. The pinned piece is said to be masking or screening the more important piece or square. An absolute pin is where the screened piece is a King, therefore it is illegal for the pinned piece to move as it would expose the King to check. A relative pin is where moving the pinned piece would result in a loss of material or other unfavorable effects.

Diagram 1:

White to move. First locate two Black pieces along the same file (Up and Down). Next use the only piece you have that attacks on a file and move it to attack the Knight. This will allow you to win free material.

Diagram 2:

White to move. First locate two Black pieces along the same file (Up and Down). Next use the only piece you have that attacks on a file and move it to attack the Knight. Although the Black Pawn can move to protect the Knight you can re attack the Pin with a Pawn. This will allow you to win free material.

Diagram 3:

White to move. The Pin is already established. You can see the White Bishop on b3 is attacking the Knight and the Black King is behind the Knight. The Knight may not move. White can make a Pawn move that re attacks the Pin allowing you to win free material.

Diagram 4:

White to move. This one is tricky because it looks like the White Rook can move to e1 (Re1) and Pin the Knight, but the Black Rook is protecting the Knight. Look for two pieces on the same diagonal and move Whites light squared Bishop to Pin.

Diagram 5:

White to move. This Pin you need to set up. Start with a check, and when the Black King moves to the seventh rank move your Rook to Pin the Knight.

Diagram 6:

White to move. Look for a King and Queen on the same diagonal and develop a piece to attack the Queen. Don't worry your Knight is protecting the square.